CIDER PRESS

NOVEMBER-DECEMBER, 1982

General Meeting
Next Meeting
Next Month

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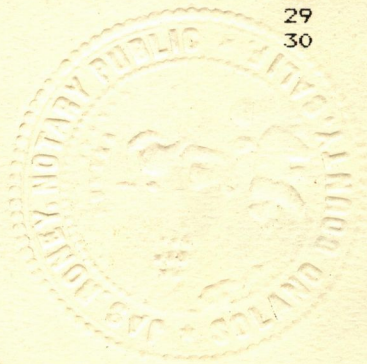

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CIDER PRESS

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Stephen C. Lloyd	415/222-5868
A.W. ("Woody") Liswood	415/585-6375
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Don Scellato	415/672-2051

COMMITTEES:

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Review Group	("Woody") Liswood	415/585-6375
Demo Coord'r	Rance Fields	415/563-2173
IAC Rep.	Peter C. Weiglin	415/345-3980

You will notice that names, titles, phone numbers all change with time. Alan Smerican has stepped down as 'Chairman of the Board', but will retain his membership powers. Don Scellato has been promoted to 'Director' and will be attacking on the Marketing front with continued vigor. Bob Hance has joined the ranks of the 'walking wounded'? Gene Wilson, Peter Weiglin, and Jim Linhart have ALL recently moved. If you think you've recently seen Rance Fields 'lurking' behind a local liquor store, he's only looking for cardboard boxes. That's right, Rance and new bride Bonnie are moving AGAIN shortly! (Just goes to show that this group is hard to pin down on anything!)

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The San Francisco Apple Core Incorporated is a non-profit organization comprised of and supported by owners and users of Apple I I and Apple / / / computers. The Club is run by officers and committees, and the Club endeavors to aid Apple owners through its Program Libraries, Program Disks, meetings, and this publication.

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DISK-of-the-MONTH

The San Francisco Apple Core publishes a disk of contributed BASIC and machine-language programs for the Apple I I every month. In addition, Pascal Disks are released periodically. We always welcome your contributions of public domain programs to these disks, which are amassed into the Club library. Any contributor of a program used on a Club Disk will receive the latest BASIC or Pascal disk, FREE. Why not submit one or more programs now? It/they can be utility, game, educational aid, business-related, graphics, or other program(s).

San Francisco Apple Core
1515 Sloat Blvd.
San Francisco, CA 94132

MONTHLY SCHEDULE OF ACTIVITIES

The monthly meeting of the San Francisco Apple Core will be held Saturday December 18, 1982. It will be held in building C at Fort Mason, San Francisco.

Interest Group Schedule for the Month of December

Monday	Tuesday	Wednesday	Thursday
		1	2 Green Apples
6	7 FORTH East Bay	8	9 BASIC
13	14 VisiCalc CP/M	15 Apple ///	16 Directors
20	21 FORTH	22 Assembly	23 Green Apples
27	28 Epson CP/M	29	30 Green Apples

The monthly meeting of the San Francisco Apple Core will be held Saturday January 15, 1983. It will be held in building C at Fort Mason, San Francisco.

Interest Group Schedule for the Month of January

Monday	Tuesday	Wednesday	Thursday
3	4 FORTH Graphics	5	6 Green Apples
10	11 VisiCalc CP/M	12	13 Directors
17	18 FORTH	19 Assembly Apple ///	20 Green Apples
24	25 Epson CP/M	26	27 Green Apples
31			

Interest Group Leaders

Apple ///	Don Norris	393-6290 day
Assembly	John Lynch	665-0136
Board of Directors	Peter Weiglin	345-3980
CP/M	Jim Ayers	383-0473 day 383-5759 eve
Epson	Mike Fisher	557-1250 day 933-4435 eve
Forth	Bob Ackerman	626-6295
East Bay (formerly Graphics)	Molly Mitchell	526-9541
Green Apples BASIC	Gary Owens	521-4002
Intermediate BASIC	Gary Owens	521-4002
Product Review	Woody Liswood	585-6375
VisiCalc	Don Scellato	271-8895 day 672-2051 eve

CIDER PRESS

I've had several people call to ask about starting an interest group. One of the questions always asked is, "What does the SFAC do for the interest groups?". I always have a hard time answering. The interest groups are generally self-sustaining and don't ask for much. Easily forgotten, they are kind of like the heart. They keep ideas moving around, but it is easy to forget they are there.

In any case, the SFAC does have quite a bit to offer interest groups. The first thing provided is a place to meet. This is at the club house, 1515 Sloat Blvd. in San Francisco. For those of you familiar with the city, the club house is down the street from the zoo.

The second thing is the general membership. What? you say. How can the SFAC provide the general membership to the interest groups? It is very simple. On a more or less monthly basis, a group of the members get together at Fort Mason in San Francisco for the monthly meeting. This gives the interest groups the opportunity to present items of interest and questions to the attending members (and non-members). It also provides another place for interest group meetings. (Just in case you don't want to drive all the way across San Francisco to the club house.) If you want to make a presentation at the monthly meeting, contact Rance Fields (vice president and in charge of organizing the meetings) for scheduling. If you just have a short item, make sure Peter Weiglin (president and general meeting runner) sees you raise your hand at the meeting.

The third thing is the Cider Press. Articles written by members of the interest group can be published in the Cider Press simply by sending them to the editor, Gene Wilson. There are some requirements regarding format and content. It is best to contact Gene directly (685-3577) to determine submission deadlines.

Finally, there is a technical library and a small amount of equipment available for use at the club house. There used to be a lot more, but things like this seem to have a high vapor preasure, they seem to evaporate rapidly. Presently, the SFAC maintains a printer and monitor for use by the interest groups. Anything else must be provided by the interest group.

Even with all of this, you might think that there is something more you would like the SFAC to provide for your interest group. If so, the board of directors has the power to make decisions regarding the purchase of additional equipment for interest group use. Requests of this type can be presented to any of the directors listed in the Cider Press.

Exec Apple

President's Message

by Peter C. Weiglin

Ceremonious Redistribution of the Junk

On the First Saturday in October, the SFAC held its First Apple Swap Meet, at Fort Mason; it was a roaring success. Swapkeeper Ken Silverman (in his glory as an auctioneer), corralled about 50 booth renters, both dealers and individuals. More than 300 people attended, and called for more. Ken has indicated his willingness to do it again, and I concur; the question is not whether to have another one, but when. (As is usual, it's likely to be up to Ken; when somebody volunteers, things tend to get done the way they want them. If I had to guess, I'd say February or March.)

Cider Press

The Cider Press has been growing in size and scope, but a budget crunch has reduced its frequency a bit. Editor Gene Wilson has opted for quality; better issues rather than more of them for their own sake. (That's about the same philosophy we applied to the Disk process.) But we're all disappointed that more of you aren't contributing to the Cider Press's pages. Don't feel you can't be helpful; especially if you're fairly new to the Apple world, your insights will be of great assistance; you're likely to see things that the "oldtimers" might miss.

Volunteers and Nitpickers

Which brings up a larger issue. As happens from time to time, we seem to have more "suggesters", "advisors", and "consultants" than actual workers. I suppose it's easier to complain or to tell how it should be (or should have been) done than to actually help with the work. Some of this is degenerating into personal attacks on the people who are actually working, but the small group of people primarily responsible for the negative noise have been "disinvolved". An example of rumormongering is the difficulty we're having with the State over our tax exemption status. The problem has been the adequacy of past years' records, from the (God help us) "informal" days of the Club. Our attorney says that it can be straightened out; it's just time-consuming working with the bureaucracy. Yet, certain folks would have you believe that the world is coming to an end. That's called politicking, and that kind of politicking is just what I pledged to stamp out when I ran for the Board of Directors last year. It's not completely gone, but we're making progress.

The SFAC is beginning to shrink in its membership, as we expected it would when we increased our local focus as opposed to a world-wide presence. There are now many more sources of information than there were when this Club was founded; there are even more clubs in the Bay Area, founded as Apple ownership grew enough to support them. We offer help to any other area user groups, rather than viewing them as "competitors for the dues dollar".

We need more volunteers, to help make the Club fun for more people. Failing sufficient participation, the inescapable conclusion would be that the "gimme" attitude has overcome the SFAC. I would then recommend to the Board that we move away from the member-volunteer concept, and go to professional or semi-pro status as an organization. (This year, there will be no long-drawn out, extended debates on the subject, either. When I think of the person-hours that were spent in endless philosophical discussions of organizational strategy...)

Volunteers: Try calling (408) 727-7652 daytimes; that's my work number. Home number in front of Cider Press.

Meeting Format

Since we began our simultaneous, rather than sequential, demonstrations, the reaction is that more information is getting to the membership. We're continuing. For those of you who haven't been to a meeting lately, let me explain:

A major complaint about the old SFAC meeting format had been the boredom endured by some ("the demo I'm interested in isn't on yet, and this other one is running long..."). Because SFAC members rarely suffer in silence, the result was conversation, which translated into background noise that often threatened to drown out the speaker. That, in turn, caused other complaints from those who couldn't hear.

The new format calls for the demos to be simultaneous, in different corners of our Fort Mason room. That way, smaller groups are at each demo, closer to the "action". The overall noise level is a bit lower, because the localization of activity improves communication. An unexpected benefit: getting away from the old theatre-style seating has also facilitated small group conversations not related to any demo, but no less valuable as a function of this Club.

We still begin promptly at 10 AM (much to the occasional chagrin of certain directors), and begin with announcements and questions/answers. Many people found answers to questions in one-to-one chats. The demos are conducted twice, so that choosing is less painful. And the Sales Table is upstairs, removing that noise source.

A new meeting feature, added in November, was the Newcomers' corner, a place where any kind of question on any topic can be answered, if at all possible. What we need are people willing to help answer some of these questions.

Sales Table

Our product line grows, and the Sales Table continues to provide a useful service. Latest SFAC disk is a collection of VisiCalc templates.

The Program Libraries and Disks

Speaking of the disks, we still need volunteers to help get together some "theme" disks and disk packages. As you know, we're offering the Games Pak, the Utility Pak, a VisiCalc Template disk, and the BASIC Tutor Pak. What we need is help on BASIC stuff, a disk of Epson routines, Pascal stuff, CP/M, etc. We will continue to issue disks, but the old "Disk of the Month" format of random assemblages of BASIC programs (of questionable quality) is expected to give way to more variety and more structure. If you're interested in helping, call me at (408) 727-7652 days.

Applefest

The Applefest was held in San Francisco the third weekend in November, after much schedule-changing and scene-shifting. Despite many exhibitor grumbles about the show management, the Applefest was a success. Our booth was a success, thanks to Don Scellato and a group of volunteers who will be given more prominent credit in out next issue. Our November meeting was held on the Saturday during that weekend, at Fort Mason. For the tenth time, the reason we didn't have our meeting at the Applefest was the feeling that no SFAC member should be forced to pay admission to a Fair promoter in order to attend a SFAC meeting. Hence, Fort Mason.

Meetings:

IN MEMORIAM
The "Regular" 3rd Saturday meeting
by Joyce Conklin

First it was a conflict with the original scheduling of the Apple Fest, so we changed our October meeting (the wonderful Swap Meet) to October 2. That DID accomplish the problem of conflict with the (now scheduled) November Apple Fest). Then we were notified by the management at Fort Mason that Building C would be closed from Dec. 17 through Jan. 16. So... we dutifully changed our reservations (originally made in Feb. 1982) to Dec. 11 and Jan. 22. About one month after the deadline for reservations for this quarter, we were notified that the building would not be closed after all. We immediately requested that our reservations revert to the third Saturdays but apparently it was too late, and the third Saturday had been given away.

Now you know the problems of scheduling the general meeting! We will do all that is within OUR power to make sure that we don't have such a conflict again.

(Ed's Note: As 'Pogo' once said, "We have met the enemy, and he is US!")

THANKS

APPLEFEST THANKS
by Don Scellato

As Marketing Manager, I would like to thank the following volunteers for their work in setting up and operating the AppleFest Booth:

Alan Smerican, Reed Harris, Sami Capron, Stan Guidero, Alan Woods, Nick Topolos, Jim Bond, Joe Bianco, Susan Nyman, Woody Liswood, Gary Knox, Joyce Conklin, Larry Nebron, Bon Lai, Stan Dinsmore, and Jeff Menscher.

Susan Nyman deserves special thanks for her work on the signs for the booth. They were great.

D.S.

THANKS

B*A*S*I*C

(c) by Joyce Conklin, 1982

Today I witnessed behavior by a five-year old that I hope is a foretaste of the way people will behave when we are all using computers as a matter of course. His mother was in watching the football game and he was outside the field riding his bike. But when all those big guys came off the field at half-time, he was right there to watch. A few minutes later he came up to me and showed me a mouth protector which he said one of the "blue team" lost. I said he should give it to them when they came back for the second half... and he said, "Don't you think we ought to wash it first; it's all dirty and shouldn't be put in his mouth that way." For a five-year old to show that much consideration was really impressive to me, and also provides a great lead-in for this month's column, which is going to be a pot-pourri of items which have accumulated over the past months.

The first part will be some comments on several books which I have come across in the last month. (If I'd known they were going to be this good, I'd have written for review copies; as it was I bought them all, and don't feel cheated in the least.)

1. APPLE BACKPACK (Humanized Programming in BASIC) by Scot Kamins and Michell Waite, McGraw-Hill (Byte Books), $14.95, 179 p.
Finally, a book that addresses the style of programming, rather than just the methods. The primary concern is to write programs that are user-friendly (that's why the little boy at the football game reminded me of the book). The chapter titles include "Screen Formatting for Clarity" (how to make it both readable and esthetically pleasing), "Crashproofing Programs" (how to protect against bad input which would affect the way the program runs, e.g. a number when a name was expected), "Verifications and Validations" (how to enable the user to correct inadvertent errors, such as typos), "Directions on the Display" (how to get a program which will be able to be used without hard-copy documentation because all the directions are in the program), and "Hard-copy Documentation" (the extras which should be included for fireside reading, as well as other succinct information), as well as several appendices, including two complete programs illustrating the concepts presented in the five main chapters. The second appendix even includes a sample hard-copy documentation.
Each chapter begins with a humorous cartoon, and the humor carries over to the text without overwhelming the instructional message. This is a great book, and I would strongly recommend that any of you intending to write your own programs, especially in education or business, read and digest the information contained in "APPLE BACKPACK".

2. "ELEMENTARY BASIC" (Learning to Program Your Computer in BASIC with Sherlock Holmes), by Henry Ledgard and Andrew Singer, Random House (Vintage Books), $12.95, 259 p.
The book purports to be the result of discovering some previously unpublished papers of John Watson's, concerning some experiments made by Sherlock Holmes in using the Analytical Engine of Charles Babbage to "solve" mysteries.
Each chapter begins with a short Holmesian mystery story, which he solves in the usual manner, and then checks out on "The Machine" before giving Watson the answer. In the process, he explains algorithms, general program structure, variables and assignments, sequence of execution, making decisions, ON-GOTO statements, arrays, input, output, subroutines, and the top-down approach to programming, among other topics. While it takes very careful reading in some places, as do the original stories of Sir Arthur Conan-Doyle, it is an absolutely delightful way to read about programming. I think it is better as a supplement to a somewhat easier beginner's text, but it certainly reinforces the ideas which you may already know about BASIC from reading the Tutorial Manual and/or the Applesoft Basic Programming Reference Manual which came with your Apple. The stories have the same flavor as earlier Holmes stories, and the spelling and dialogue are delightfully Victorian. It can be read from cover to cover, or just by topic, but I'm sure that you will eventually read the entire book.

3. "THE VISICALC BOOK, APPLE EDITION", by Donald H. Beil, Reston Publ. Co. $14.95, 289 p.

Although this book is not for BASIC programmers, I'm sure there are many out there who bought their Apples to use VisiCalc (r) which has been among, and mostly at, the top programs selling for the past two years. According to the preface it is designed to be of use to "new VisiCalc users, potential VisiCalc purchasers, data processing managers, experienced VisiCalc users, educators, trainers, managers, clients, and others." Ranks right up there with the flag and apple pie, you'd think. Well, maybe not that high, put it really is good for the specific purpose for which it was designed.
The first eight chapters comprise a tutorial in the use of VisiCalc, which can be skimmed or skipped altogether by experienced users. In line with my

"hobby-horse" of friendly programming, Ch. 9 on creating templates, and Ch. 10 on documentation provide the help needed to make a VisiCalc template which will be understandable to a user who did not actually do the designing. These two chapters are practically worth the cost of the book alone. Also included are chapters on the limitations of the system (you can't really duplicate the records of the I.R.S. even if you wanted to .... Hmmmmm. What if I changed my reported income to.....) and practice problems to get you more familiar with the program. It also has a bibliography of VisiCalc articles and a rather extensive index which is always important in a text or in a reference work. This might not be on your shopping list for next week, but next month, probably.

Now to another topic, that of new members and volunteers. At the Swap Meet (1st Annual) last Saturday, Oct. 2, I met several new members while I was helping out at the sales table. Several of them spoke right up and volunteered to help out with the next event (if you live in the Bay Area, plan to come to the Apple Fest in November), and I'm glad to see that we are getting some new blood into the volunteer ranks. Not that the old blood isn't good, just perhaps a little in need of some emotional Geritol! In that light, a new member whose name I did not get, mentioned that she taught computer programming to young people (2nd grade). I said I would like to see her write an article for the Cider Press on her methods - this is a reinforcement of that invitation. I have enough problems trying to teach programming to high school students, who still want to know "Why???????" "Don't ask, it's BASIC policy!" I suppose "because it won't work that way" is a pragmatic answer, but I often wonder about the reasoning behind the syntax variations in the many different BASIC'S.

And finally, I would really be interested in hearing from anyone who is familiar with a test which could be administered to high school students which would give some indication of their readiness to learn programming. Many of the students I have feel great frustration at the beginning and I would like to be able to anticipate which ones will likely have the most trouble and circumvent the frustrations with assignments designed to bring them up to level. I was told that the Air Force uses such a test but that it is not available outside the service. If you know of such an instrument, drop me a line at the clubhouse address.

Pleasant programming; more tutuorials next month.

The vagaries of publication deadlines have allowed me more time so I will give you a tutorial addendum - one that is probably too short for a column all by itself but one that can cause confusion to beginning programmers.

Screen formatting is important if you are continuing to follow our plan of making the output as understandable and unambiguous as possible for a naive user. Making sure that columns line up when displayed - not just when typed in as program lines, putting information in desired corners of the title screen, moving the cursor UPWARDS as well as down while other information remains on the screen -- all of these can be accomplished using the TAB, HTAB, and VTAB functions. The confusion comes in what the allowable arguments are; TAB can have arguments from 1 to 255, HTAB from 1 to 40, and VTAB from 1 to 24. The different arguments (no, no, not QUARRELS - the argument is the number in parenthesis!) arise from the places where these different commands are used.

TAB is used only from WITHIN a PRINT statement. The simplest example is as follows:

```
10 HOME
20 PRINT TAB(30);"30"
30 END
```

When you run this program you will see the exciting number 30 appear on the first line in positions 30 and 31. Wasn't that FUN??!! It does, however, give me an opportunity to point out a couple of optional things about line 20. For the APPLE, you do not need to have the semi-colon or the ending quotation mark to make the statement run properly. The optional ending quote is reasonably standard among microcomputers but is not in the HP minicomputer on which I first learned my programming. The optional semi-colon may be required if you are working on translations from APPLE to another microcomputer BASIC. It IS used in the examples from David Lien's book "The BASIC Handbook" and since he works primarily with TRS-80 machines, I would imagine that it is required for them. This lack of complete agreement on what the syntax should be for otherwise common commands may be explained by the following quote from "The Devil's DP Dictionary" by Stan Kelly-Bootle (McGraw-Hill Paperbacks):

> ANSI: ...Now the ... acronym for American National Standards Institute. One of many national and supra-national bodies devoted to establishing standards, i.e., dedicated to changing those rules which have already been universally adopted.

The best thing is to experiment, and when you find a syntax which works for you, make a note of it in the commendably wide margin of Appendix O of your Applesoft Programming Reference Manual.

The parentheses around the argument are NOT optional. Try typing in the above program but leaving out the parentheses. You will see that the result is "01" in the upper left corner of your screen. What has happened is that the APPLE tried to evaluate the TAB function, but found no argument so printed out the zero and then the digit one which was in quotes. That's sort of a half-syntax error ... it doesn't completely stop the program, but it certainly wasn't what you wanted. The

maximum number which may be an argument for the TAB command is 255, because that is the default length of a string (a bunch of characters inside quotes) in Applesoft. If you use "0" as the argument, the cursor will move to position 256, or, put another way, to position 1 of the next string space. What happens if you use a number greater than 255?

HTAB and VTAB have different functions and are NOT to be used within a PRINT statement. If you substitute for line 20 above the line

```
20 PRINT VTAB(10)"LINE 10"
```

you will find the less-than-enlightening "SYNTAX ERROR" message. If you really wanted to print a "10" at the beginning of line 10 on the screen, your line 20 should read

```
20 VTAB(10):PRINT "10
```

VTAB has the additional advantage that it will move the cursor either up or down without regard to the present position. The argument is an absolute value which is stored in memory by the compiler. HTAB works in a similar manner, moving the cursor from left to right or right to left on the screen, within the boundaries of the vertical line on which the cursor currently resides. If you want to move the cursor diagonally, you must type in two commands, i.e.

```
10 HOME
20 VTAB (10):HTAB(10)
30 PRINT "LINE 10 POSITIONS
   10 THROUGH 39"
```

Another problem with the TAB function is that it will only go forward - it will not "backspace" to a place earlier in the line. But remember that 'position in the line' can be anywhere from 1 to 255, not just 1 to 40 on the screen. I will leave it to you to experiment with the spacing when you are using large numbers (>40) as the argument but here is a small program to illustrate what happens when you combine HTAB and TAB.

```
10 HOME
20 HTAB20
30 PRINT TAB(16) "L1P20
40 HTAB (1)
50 PRINT TAB(16) "L2P16
60  FOR  X  =  1  TO 40: PRINT ".";:
NEXT X:
   PRINT
70 PRINT TAB(32) "L4P32
```

When you run this you will see that, although we wanted to print line one (on the screen) starting at position 16 (see line 30 of the program) it actually printed starting at position 20. This resulted from moving the cursor in line 20 to position 20, and as stated above, you cannot back-pedal with the TAB command. Line 60 generates a line of dots so that you can confirm for yourself exactly where the various print statements end up on the screen. Experiment with the argument in line 40; see how big a number you can use and still have lines 50 and after function correctly.

How does the computer KNOW where the cursor is? More next time on PEEKS and POKES.

PASCAL

ADVANCED SYSTEM EDITOR - A Minireview

By Max J. Nareff

The APPLE Pascal Sytem Editor, 47 blocks in length, is one of the finest features of the language. Screen-oriented, it can readily be used as a simple word processor in addition to editing large files.

In 1981, VOLITION SYSTEMS, issued its "Advanced System Editor" (ASE), a 100 block creation by the same author of the original editor. Now, in version 0.8a and bug-free, it is far superior to its progenitor. It is particularly useful for editing large files and will appeal to both experienced and intermediate programmers as well as to the serious hobbiest.

Follows is a brief summary of its many useful operations.

1. Nested editing of files, automatically creating a backup copy of the original version. Files may be edited from one diskette to any other and new files created on any volume.

2. Access to the F(iler providing a directory listing. A simple key selection installs the file into the E(ditor. (This is similar to Weyman Fong's fabulous "HELLO" program in BASIC).

3. In the eX(change mode, deletion and insertion of characters and extension beyond the line of current text. Exchange can be done in any direction, even vertically; the latter useful in making lines or columns.

4. Eight Macro or Function keys, easy to setup, and capable of being transferred automatically for repeated editing sessions. This latter, requires a simple "text form" encoding which can be embedded within the comments. Function keys may even be recorded while editing commands and data are being entered, much like an "EXEC" file. One function key is programmed for entering the date but may be changed.

5. Twenty-six markers are permitted versus the ten of our version 1.1. There are special "house" markers, which direct the cursor for automatic takeup of encoded function keys, for "Syntax error" location, "log" entry and temporary "Tag". Q(uitting the Editor with the "QB" command, updates the file and returns to the screen with the cursor at its last position. Changing the name of the edited file may also be effected in the quitting operation.

6. A variety of cursor moving keys - "O(pposite Page" pages the screen in the backward direction: - "U(pTop" moves the text at the cursor position to the top of the screen, useful after "Find", "Copy" and "Replace": - "W" moves to the next word, influenced by set direction, as is "g" and "G" for moving to a designated character and getting it again: - "B" to the beginning of the line, "L" to the end: - "K" moves the column.

The ASE first requires the user to designate the keys for the various new editing commands. This is done through a utility which presents the users' current screen-map and assists in a prompted reconstruction and or expansion of the keyboard map. One other task befalls the user, "tuning the buffer gap". The number accepted was 6400. Unfortunately, the higher the number, the smaller the size of the usuable buffer.

Since the Editor is so much larger, some redistribution of the other System files may be necessary. There is, correspondingly, a greater amount of disk activity, which a hard-disk or solid state disk-emulator would obviate.

The manual is quite good but requires a good exercise of the fingers and the brain. Company support is prompt.

Now to "unfrost" the superb cake, cost is $175.00, available from:

Scenic Computer Systems, Inc.
12314 Scenic Drive
Edmonds, WA 98020

or

Volition Systems
PO Box 1236
Del Mar, CA 92014

SUBROUTINES + MARKERS IN PASCAL

by Max J. Nareff

The versatile Pascal editor is ideal for assembling, storing and then using a variety of ones' favorite Procedures and Functions. The ability to use markers in copying portions of a text file makes this most convenient. Follows is a simple method which lends itself to many uses.

(1) Enter up to eleven subroutines, in serial fashion, in a simple, unstructured text file labelled "SBRS". The steps described below could be used for this assemblage.

(2) At the very beginning of each subroutine, S(et a M(arker. Since markers may legally be eight characters long, each of the ten markers can have a descriptive connotation. Examples - Center - Delay - Iocheck - Lcase - Filarray, etc. Make an ordered list of these on an index card for reference.

(3) When ready to use one or more of these subroutines in preparing a program, use the "C(opy from F(ile" command and enter the required markers by responding to the Filename prompt.

Examples - #5:SBRS[Center , Delay].will copy "Center". #5:SBRS[Iocheck , Lcase]. copies "Iocheck".

Note that the relation of the marker to the comma governs the text to be copied. The Pascal operating manual covers the subject nicely.

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REVIEWS

FILEFIX

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Published and Distributed by:

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2670 Cherry Lane
Walnut Creek, CA 94596
(415) 938 - 2880

The most distinct description of this programs comes from the first two paragraphs of the documentation.

"FILEFIX is a CP/M program for recovering erased files and forging multiple links to a single file.

FILEFIX is an executable program that can perform several different operations on any version 2.2 CP/M disk directory. The directory can be viewed in detail, accidentally erased files can be recovered, and multiple links can be generated to a single file. All operations are performed on the directory. The data in the actual files is not altered."

How about that. Believe me. This program works. If you use CP/M I think that I can say without hesitation, that you need this type of program in you library.

DOCUMENTATION

The documentation is well written, brief, and to-the-point. I, an non machine language person could understand the examples given in the instructions. The moves you should make are spelled out in step-by-step detail and even I was able to do things in the directory without destroying the disk. Let me tell you I have in the past destroyed more than one directory by playing games and trying to things I did not fully understand. With FILEFIX I may not still understand things, but I am able to get things done.

For this article, I am going to use the examples from the documentation as to disk files. Hope the author doesn't mind.

PROBLEMS

I found no problems, bugs, or any other unpleasant things in two months of using this program.

MENU

The program boots to a 14 item menu:

A - All entries in short form.

B - BLOCK allocation map

C - Clean erased entries.
First character is changed to a $

D - DELETE filename for any given user

E - EXIT program

F - FORGE a link from an existing file to another filename or another user number

L - LONG display of disk directory

M - MOVE filename to new user number

N - make unique NAMES for multiple files

P - PROTECT or unprotect a file

R - RENAME a disk file

S - SHORT display of disk directory

U - UNDELETE filename

X - examine disk parameters

or select new disk with A:, B:, or C:, etc.

S

The short directory is a good place to start. It displays the directory in this format:

```
0 WSOVLY1 OVR   0 WSOVLY1 OVR   0 SORTA    BAS
1 TIME    COM   E FILEFIX HLP   2 SORT     BAS
```

Here's what it means. The "0" in front of the file name show which user number the file belongs to. The E shows an Erased file.

L

The long directory looks like this:

```
0 WSOVLY1 OVR 00000080 12131415061718191a1b1c1d0e1f2021
0 WSOVLY1 OVR 01000080 22232425262728292A2B2C2D2E2F3031
0 WSOVLY1 OVR 0200000A 323300
1 TIME    COM 0000000A 343500
```

and so forth. Here's what it means. The first entry belongs to user "0". It contains 80 hex records stored in blocks 12 to 21. In fact, this file is so long that it takes three directory entries to show where all the data is stored. However, Time is owned by user 1 and contains 01 records stored in blocks 34 and 35.

F

What is forge? Well with multiple user numbers you don't really want to have a separate copy of each of your com files just so that multi users can use the same disk. What you can do is forge a separate directory entry for each user which still refers to only a single com file on the disk. That way you save considerable space.

For example suppose you had this file on your directory:

```
0 CPMIO     ASM 00000055 01020304050600
```

And you wanted this file to available to user 5 without having another 55 blocks taken up by what really is a duplicate program. Well you forge a link with the F command. When you are done this is what the directory looks like:

```
0 CPMIO     ASM 00000055 01020304050600
3 CPMIO     ASM 00000055 01020304050600
```

Now both user 0 and user 3 can access the exact same file.

You must be careful when you do things like this. If you now use the normal CP/M command ERA to erase this file for one user, you destroy it for both users.

P

The P command allows you to set a protection level to have a read-only file. We really could say that the file was write-protected.

B

The Block Allocation Map shows you just what your disk looks like. This MAP will also show you very easily where there are multiple links to the same file or space on the disk.

```
    01234567 891BCDDF 01234567 89ABBDEF
00: 11111101 11111111 11110111 11111111
20: 11111111 11111100 00111111 11011111
40: 11111111 11111111 10000001 11111111
60: 00000000 00000000 00000000 22222222
80: 00000000 00000000 00000000 11111111
A0: 11111000 00
169 total blocks, 63 in use, 106 remaining.
```

The 2's indicates that there are two files that refer to that particular block.

C

When you are doing lots of file manipulation with FILEFIX you would use the clean command to set the first character of a deleted file to a $. This way, if you then want to undelete a file with that same name you will not wind up with two active files with the same name in the directory.

As you can see, many of these commands are useful for multi-user systems.

OTHER PROGRAMS

The FILEFIX disk also comes with a number of additional programs. These utility programs also are useful for many purposes.

SCROLL acts like a controllable "TYPE" command. You can, however, go from page to page, or line to line, or first or last screen. Scroll only works on files which can be read in their entirety into memory.

SHOW is a program which works the way scroll does, but since it does not have to have all of the file in memory it acts much slower.

DUMP can inspect an executable COM. file. The output is similar to DDT.

DELETE can be used to delete one file or a group of files. You can use wild-card conventions and you can set a switch so that you are asked if you really want to delete each file as it is displayed on the screen. Works somewhat like FID in Apple land.

RENAME does just that. As you respond, it displays both the old and new names.

CRYPT can be used to encrypt any CP/M file with a single upper-case or lower-case letter or a digit. You restore the file by again running CRYPT and entering the same letter or digit. I did not test this program out and don't find I have every had a need for hiding my data. Since the other programs ran I suppose this one does also.

COPYV does much the same thing as PIP.

VERIFY compares two files and lets you know whether or not they are identical.

GO allows you to branch to any memory location. You must give the location in hexadecimal.

SUMMARY

FILEFIX is a very useful CP/M utility to have. It is worth having around just to get the undelete feature.

Since I don't have multi users on my disks, I found that much of the features of program did not have much special meaning for me. But if you do have many users, each with their own number, then this program will help you save disk space and still allow the individuality that you probably need.

The discussions in the documentation were to the point and, to me, very educational.

Super File Cabinet
by Al Miller

Super File Cabinet is a commercial version of the original 'File Cabinet' program that was distributed by Apple in their Apple Contributed Library. A lot of us who have been struggling with the original program with its numerous bugs and VERY slow sort routine will welcome this program from Abacus Computing. Edward Shea has done a good job of removing the bugs and updating it.

For both of you reading this that haven't heard of File Cabinet, it is a simple yet very useful data base management system - probably the first written for the Apple. Super File Cabinet is a much improved, more powerful version of the original. Several additions have been made. The original File Cabinet allowed you to set up a data base (say an address list with names, addresses, telephone numbers, birthdays, and room for a comment or two) and then search it, sort it, add to it, or subtract from it. Super File Cabinet adds to this features such as mass change and delete capabilities, the ability to delete individual reports, boolean operators, extra file maintenance and printer options, and a fast sort routine. A person could grow old waiting for the old program to sort. My address list, created under the old program and consisting of about a hundred entries, required about ten minutes to sort. The improved program doesn't even give me enough time to go to the bathroom. Better yet, the same file structure is maintained so I don't have to reenter any data - my existing files work without modification.

The Super File Cabinet System consists of three programs: Data Base Administration, Super File Cabinet, and Big File Cabinet. Data Base Administration provide the following options:

1. CHANGE DISKS
2. CREATE A DATA BASE
3. DELETE A DATA BASE
4. HEADER FILE MAINTENANCE
5. EDIT FILE MAINTENANCE
6. COPY A DATA BASE
7. LIST DATA BASES ON DISK
8. QUIT

The main menu of Super File Cabinet looks as follows:

1 NEW DATA BASE / UTILITIES
2 SEARCH AND/OR CHANGE DATA
3 ADD NEW RECORDS
4 DELETE RECORDS
5 GENERATE REPORTS
6 SORT THE DATA BASE
7 TURN ON PRINTER
8 TURN OFF PRINTER
9 LIST ALL RECORDS
10 QUIT
11 SAVE DATA BASE
12 SWITCH TO ANOTHER DISK

The third program, Big File Cabinet, is a modified Super File Cabinet that allows the manipulation of programs beyond the RAM memory limitations of a 48K Apple. With it, you can merge data bases, search them, and create reports, but cannot enter data into them.

One limitation with Super File Cabinet is that the whole file must be read into the machine before accessing (searching) it. This means that you must have enough memory for it (a limitation overcome in Big File Cabinet) but also that you must wait for the whole file to load - a big problem when I want to call Shiela and can't remember her phone number. It's faster to just look it up on a (yech) hard copy device. I solved this by writing a simple program to divide my address list into four pieces based on first letter of the record (person's last name) and then writing a simple search program. Now I can get Shiela's number in just a few seconds - a lot faster than I can find my address book. The beauty of Super File Cabinet is that the unprotected and straightforeward file structure easily lends itself to custom applications.

Super File Cabinet is available in both DOS 3.2 and DOS 3.3 (opposite sides of the same diskette), for single and dual disk drive systems, serial or parallel printer interfaces. Applesoft in ROM and 48K of RAM are required. The documentation is readable and complete with examples. The diskette is not copy protected.

I recommend this program to anyone still using the old File Cabinet or desiring a simple, user friendly data base management system.

PLEXA-LOK
by Al Miller

Schplott. Squawk! Damn Apple. I swear that I'm going to get that turkey stuffed or at least stop feeding it. If nothing goes in, nothing comes back out and my house would be a lot quieter. My keyboard would work without keys sticking. I'd probably stop the brrrrrackkkkk - squawk I/O error problem of feathers and worse on diskettes. Yes, Apple is a half moon parrot (my computer's name is Murrie). It's hell trying to keep an Apple running with a parrot flying around the room. It's much better now with a genuine acrylic product protecting my keyboard. No, you don't buy it from a vending machine at your local gas station or with a lowered voice from your friendly druggist. You buy it from your local computer store and it protects your computer keyboard not you.

Plexa-Lok is an acrylic keyboard protector that slips over your Apple II keyboard when you're not using it and keeps dust and other uglies out of your most important person-machine interface. It comes to us from Last Electronics with very complete directions and an excellent guarantee. It may not be completely parrot proof but it's reasonably close to it and is a welcome addition to my household. Buy it to protect your best friend from a death worse than fate.

SYNOPSIS

Review (c) Copyright by Woody Liswood 1982

Distributed by:

Digital Marketing
2670 Cherry Lane
Walnut Creek, CA 94596
(415) 938 - 2880

Price: $125

System CP/M

Do you use a Word Processor, Database, Spreadsheet program? It's almost impossible to own a Micro and not. If I asked you to find the file where you wrote to Uncle Harry, could you do it? Maybe? You probably look through a vast assortment of disks with somewhat cryptic coding on the labels. When you find that disk that might contain the files you generated with your word processor, you boot the disk and do a directory command. What, it's not there. Well maybe it is on this disk over here.

If you have been at your computer for longer than a few months, you have discovered the first law of nature concerning micro computers. All computer owners breed disks. Even if you have a hard drive, you probably download to floppies as your back-up system. Right?

Well, SYNOPSIS is a indexing program which will help you keep track of your various files. It does this "automatically". Since I started using the system I now do this to find any article which I wrote, or a particular client letter, or whatnot. I boot the SYNOPSIS disk and run SYN. Then let it do a search of the index for a particular article. The results of the search tell me what disk it is on, when it was created, what the subject was, and, for me, a special code to help fit into me teaching files for some of the courses which I teach as a consultant and as a part-time professor here in San Francisco.

DOCUMENTATION

SYNOPSIS comes with a 22 page manual which explains its inner workings. I must say that the first time I read the manual I was somewhat put off by the approach. The manual starts right in explaining the operation of the program rather than first setting a good stage. I say this even though the first part of the manual was labeled "overview".

However, once I decided that I was going to use the program anyway, things went fairly quickly and much to my great surprise, SYNOPSIS turned out to be very easy to use and one of the most useful programs in my library. I now use the program almost every time I boot any of my computers.

EASE OF USE

This program is one of the easiest to use that I have come across in 3 years of working with Micro computers.

PROBLEMS

In three months of use, I found no bugs, had no bombs, problems, weird happenings, or other strange encounters of any sort. The biggest problem I had was determining whether or not to change the recommended headings or not.

HOW IT WORKS

SYNOPSIS works by creating what it calls an environment program. This programs runs your program. It's sole purpose is to create a special file after you finish working with your file which contains a special heading. It labels these files with the extension .X. Then, when you have a chance, or after you are done for the session, you run the main-line SYNOPSIS program and it reads these special files and adds the headings found there to its index.

Sounds simple. It is.

Actually, SYNOPSIS will automatically read into the index The file name of your file, the disk I.D., and the first four lines of each of the document files which might be created by WordStar, SpellBinder, Magic Wand or some similar text editor. These lines are placed into your file as the first four lines of the file and are there as non-printing files. For example, WordStar has a "dot" command which says that any lines preceded by two periods ".." will be treated as comment lines and not printed by the program during its' print routine.

SYNOPSIS treats each of those 6 items as a separate field and you can search by any part of each of those fields or by any combination of those fields.

In addition, SYNOPSIS will allow you to enter information directly into the index. This way you can keep track of the "calc" programs and the Data Base files you might be creating.

INSTALLATION

You first task is to run the install programs. This program creates an environment program which you will use to run your other programs. If you use more than one text editor or word processor, you would run the install program for each of those other programs so that each of the programs would have its' own environment program. Here's what happens. You run INSTALL. Install asks you what is the name of the program you want to have the environment program run. I use "WS" for my main-line WordStar program. So I respond "WS". Then I am asked for a name to give the environment program. I used the suggested WSN for WordStar. Now, when I XXCboot the WordStar disk I don't type WS to ru WordStar, I type WSN to run the environment program which then runs WordStar.

Since I also use SpellBinder, I also created a SBN to run my SpellBinder program.

The only requirement so far is that the environment program must reside on the same disk as the program it is running.

DISK IDENTIFICATION

As SYNOPSIS comes to you, it is set up to read a disk ID file which starts with a "-". I am using the following to label my disks. -DISK-1 for the first disk. -DISK-2 for the second, and so on. That way, when it is adding information to its index file, it gets the disk ID which had already assigned.

The SYNOPSIS manual suggests two ways to make this disk identification file. First, it says, you can use your text editor to create a file with that file name, then save it, with no data, to your disk. The other way is to, from CP/M, save a 0 page file with the appropriate file name. I recommend that you do it from CP/M. Especially if you are being pushed for space on your disks. I found that it took 2K to save that disk ID as an empty WordStar file. It took OK to save it as an 0 page CP/M file.

DEFAULT FILES

SYNOPSIS comes with three files already set up for you to use with either WordStar, SpellBinder or Magic Wand. The WordStar file is labeled TOP.WS.

You should PIP that file to the disk you are currently using.

Now, you create your document file. When you are at the first line you do a Control-K R TOP.WS. That places you pre-set index as the first four lines of your document file. And away you go. The top of your file will not look like this:

..Date:
..User:
..Addr:
..Subj:

You start your editing by filling in after the proper headings. That's all there is to using the WSN program and creating information for the index.

UPDATING THE INDEX

After you are done editing your files, you put the disk containing the main-line SYNOPSIS programs into one of your drives and run SYN B:. You would actually use the Drive designation to show where your recently edited document files were living. SYN then reads a set of special files created by WSN and adds those four lines to the index along with the Disk ID and file name.

Then it will display a 7 item menu.

1 or S	Will allow you to search the index.
2 or E	Erases file in both the directory and the index.
3 or R	Renames file in directory and the index.
4 or N	Lets you enter or update NON-document files in the index.
5 or U	Uncatalogs a entry in the index only.
6 or C	"conforms" disk ID's for selected disks.
7 or X	Returns you to CP/M

SEARCHING

Running the search section is easy. It presents you with the headings and asks you to fill in the information you wish to see displayed. You can enter in partial data and the search will also search for those partial strings of characters.

If you respond to any of the program prompt's by responding with a W then SYNOPSIS will write, to disk, the results of a search. You could then print those with a Control-P and the TYPE command from CP/M or you could use your text editor to play with and print them.

To me, menu items 2 through 5 are somewhat self explanatory so I will not go into them. Needless to say they work.

CONFORMING THE DISK

Menu item & says that you can conform disk ID's. What's that you ask? Well, if you move a lot of files around, you might have a hell of a problem updating the index to reflect where the files are now located. If you move only a few files, it is probably easiest to load and then save those files using the WSN command and let SYN update the index automatically. However, if you have done some heaving moving and re-arranging, then you would run the Conform section for a specific disk ID. You would place that Disk into a drive and SYNOPSIS will read the files on it and update its index to say that those file names are now on those new disks.

SUMMARY

This is a very useful program to have. If you are doing extensive work, you know how much trouble it is to keep track of what disk contains what program. SYNOPSIS does that for you automatically, with a minimum of effort. If you live with your computer, you probably should look into SYNOPSIS.

SYNOPSIS is an elegent solution to a practical problem. It works. That the best thing to say about any program. Period.

RANA "ELITE ONE" DISK DRIVE REVIEW

(c) by Don Scellato

In early September, Chris McDivitt was kind enough to loan the San Francisco Apple Core two Elite One disk drives for review purposes. These disk drives were demonstrated as a part of the Interest Group Meeting in September 18 at the Product Review Group/ Visicalc Interest Group table. The two disk drives and controller card were also used to edit and produce the September/October issue of the Cider Press -- the largest issue ever printed. This use of the disk drives in full production might not have happened if Gene Wilson's hard disk had not had controller card problems.

Gene's comments will be included in this review as they have some bearing on our overall impressions of the performance of the disk drives. We will also be asking Rana Systems personnel to demo their new high density "Elite Three" disk drives at a future meeting of the Apple Core for those members who are interested.

I had the opportunity to see the Elite One disk drives at the West Coast Computer Faire last March. I was intrigued by their designer-crafted cases, write protect features, and the manufacturer's claims that the disk drives tracked more accurately than the Apple Drive II drives. I was also curious to try first hand the claims that diskettes initialized with Rana's Enhancement Diskette could store more data than diskettes initialized with Apple's System Master. Thanks to the cooperation of Rana Systems, I got the chance to test everything but the increased storage feature of their disk drives.

The Elite One Disk Drive is manufactured by Rana Systems, 20620 Leapwood Avenue, Carson, Ca., 90746. The disk drives retail for $449. The Rana Controller Card sells for $135. The disk drives will operate with the Apple DOS 3.3 Controller Card, but the Rana Controller Card provides the user with the ability to boot DOS 3.2 without loading the System Master and using the BOOT13 program or loading Apple's Basics diskette. This controller card also allows the user to run up to four disk drives from a single controller card. The disk drives and controller card are well packaged for shipment from Rana Systems to the user. They arrive with an excellent manual which explains the operation of the controller card and disk drives. The manual is clearly written and allows the user to hook up quickly and to get going with the disk drives with no real bother. The controller card is easy to install, but Gene and I both noted that due to the fact that two condensors or transistors protrude from the card at right angles, it is a delicate, if not impossible, action to install a second controller card in the slot to the right of the slot used for the Rana Controller Card. This was our only criticism of the controller card. It should be treated by the manufacturer to increase user acceptance of the controller card and to ensure that the concept of doubling up the number of drives per controller card is not defeated by an engineering flaw. I was disappointed in the fact that Rana Systems did not inlude the Enhancement Diskette with the controller card or the disk drives. Instead, they only forward the diskette when the purchaser sends in his warranty registration card is returned to Rana Systems. Fortunately, the performance of the disk drives overshadowed these two shortcomings.

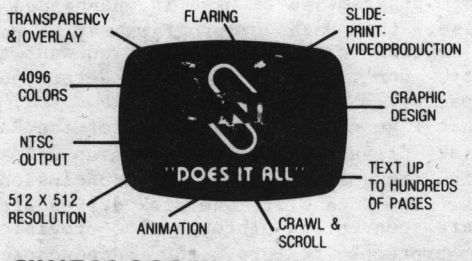
After installing the controller card in my computer and making sure everything was in order, I booted my DOS 3.2 version of Apple Plot on the Elite One. It booted and loaded immediately. As it booted, the "write protect" light on the front of the Elite One case came on and stayed on. This indicated that I should be unable to write on the diskette or delete any program on the diskette in the disk drive. I decided to try this feature next. I quit Apple Plot, removed the program diskette, and inserted a DOS 3.3 initialized diskette into the Elite One. I then input a brief test program and tried to save it onto the disk. The screen display showed a "write protected" message and the program could not be saved. I then turned off the "write protect" feature by toggling off the switch. The light went off and I tried again. This time the program was saved off onto the diskette.

My next test involved loading a variety of programs first with the Elite One drive, then with the Apple Disk II drive. I got out my stopwatch and got the results shown below.

	Apple Disk II	Rana Elite One
Apple Plot	27 sec	20 sec
Visicalc	9 sec	9 sec
Super Text II	37 sec	35 sec
AppleWriter II	23 sec	25 sec
Apple System Master	20 sec	21 sec
E-Z Draw 3.3	41 sec	42 sec

As you can see, overall, the Rana Elite One was slightly faster than the Apple Disk II. However, the difference was negligible.

I had the opportuninty to test the disk drives under a variety of conditions. Through Gene Wilson's cooperation, they were tested under production conditions. They were also tested with the drives standing on wooden shelves and on top of the computer. I mention the latter two locations because both Gene and I noted that the drives were really noisy during loading and saving steps while they were operating on wooden shelves. Later when the drives were placed on top of the computer I noted that they were as silent as the Apple drives.



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*Apple is registered trademark of Apple Computer, Inc.

For the benefit of the readers of this review, I have prepared the table shown below to provide a capsule comparison of the Rana Elite One disk drives and the Apple Disk II drives.

	Apple Disk II		Rana Elite One
	DOS 3.2	DOS 3.3	DOS 3.2 DOS 3.3
Tracks	35	40	35 40
Sec. per Track	13	16	13 16
Sec. per Disk	455	560	520 640
Bytes per Sec.	256	256	256 256
Bytes per Disk	116480	143360	133120 163840
Useable Sec.	403	496	468 576
Useable Bytes	103168	126976	119808 147456
PerCent	100%	100%	116% 116%

As you can see from the table displayed above, the Elite One drives enhanced upwards by using the additional sectors do indeed provide additional storage capacity on single sided disks. A word of caution -- if you elect to use this additional capacity, make sure you turn it off before storing data or programs to be used in unenhanced systems. Otherwise, the data or programs may be unreadable to a regular disk drive. If you want the added capacity, don't let this caution deter you. Go get the capacity.

Now that I've completed the tests of the Rana Elite One disk drives, I'll box them up and send them back to the manufacturer. My conclusions are as follows. The Rana Elite One disk drives are sturdy. They are convenient through the provision of the "write protect" feature, the added capacity, and the ability to boot DOS 3.2 programs without the assistance of specially loaded boot routines. They can increase the ability of my Apple computer by getting twice as many drives in a single slot with the Rana controller card. The price is comparable to the Apple Disk II drives at retail levels. I have not seen any Rana drives advertised at discount levels, but they may be out there. Apple drives are available from a large number of discount outlets. To keep the competition hot and the prices down, I would like to see wider distribution of the Rana disk drives and any other similar high quality products. If you're considering buying one or two more disk drives, you should consider the Rana drives very carefully. If the features meet your needs and the price is right for you, they will perform admirably for you.

Dinner on a Disk -- A Review

(c) 1982 by Michael A. Fischer

"Dinner on a Disk" is an attempt to provide a computerized recipe file. The program is described by its publisher as a simple program, designed for the non-professional. Unfortunately the program is overly simplistic to the point of being little better than a card index file of recipes.

When the program is booted a short set of instructions appears on the screen. The next screen displays a list of recipe categories. The categories range from appetizers to party suggestions and include such items as low cholesterol dishes, ethnic dishes, and meatless entrees. After selecting a category by number, you can view the recipes sequentially with the option of printing any recipe.

This is all the program does. You are restricted to the exisiting recipes -- you can neither add nor delete recipes. More importantly, you cannot modify the recipes to suit your own taste. My non-computerized cookbooks have plenty of notes around my favorite recipes adjusting ingredient amounts, adding extra items, or modifying cooking times and methods; most people do the same.

When you select a category you are not shown a list of recipes in that category. To see any particular recipe you must view each of them one at a time.

One thing computers do well is cross-index data. The only cross-indexing done by this program is placing a recipe in several categories when appropriate. It would also be beneficial to be able to select from a list of recipes which have a particular ingredient. Even non-computerized cookbooks usually have an index of recipes by main ingredients.

The ability to print recipes is also limited. The printer slot must be set each time you run the program. If you try to print a recipe without having preset the printer slot, the program beeps but doesn't tell you what you did wrong. The is also no provision for printers using non-standard drivers such as the game IO socket.

If a recipe takes more than one screen to list, you must print each screen separately. You cannot issue one command to print an entire multi-screen recipe.

Printing is 40 columns wide, even if your printer can print 80, 132 or more columns. It would be an improvement if the set of printer paramters (single or double spacing, column width, margins, slot number or driver routine, etc.) could be permanently set when the program is first run and then stored on the program disk. A special command could be used to change the parameters.

The publisher emphasizes that the program is a "'book' and not an interactive program . . . . All of the data entry has been done, and no technical knowledge is required." However this desire to simply has led to a program which will cause even the non-professional to question to use of a computer for this task.

Several additions to the program are apparently under development. These include the ability to modify, add and delete recipes, and an alphabetical index to the categories. These features, as well as the ingredient index and printer fixes would make this a very nice and useful program. We await the enhanced version, and would advise others to do the same.

The program compes on a copy-protected disk. There is no mention of a replacement policy. The program is low cost ($14.95) but publishers of copy-protected programs should offer replacements for damaged disks at media cost plus a small handling fee.

DINNER ON A DISK, by The Computerized Shopper, 683 Towle Way, Palo Alto, CA 94360. (415) 856-7467. $14.95.

DATALINK - PASCAL TELECOMMUNICATIONS SOFTWARE
Review (C) 1982 by Michael Fischer

Back in the days when the IBM mainframes had less computer power than the Apple][one of IBM°s mottos was "People should think; machines should work."

DataLink, which correctly bills itself as "complete telecommunications for your Pascal System," is an admirable example of the carrying out of this philosophy.

Telecommunicating requires keeping track of many things:

** Data file transmission protocols §X-on X-off, STX-ETX either with or without LRCC error checking, EOB-ACK, or none);

** Word format (number of data and stop bits and odd, even or no parity);

** Echoing ("duplex");

** Sending or displaying of linefeeds with carriage returns;

** Filling empty data lines in transmitted files;

** Setting delays after characters or carriage returns to accommodate transmission speeds with those of terminals and printers being used;

** Setting the carrier to either originate or answer mode;

** Sending incoming data to the terminal, printer, memory (RAM or disk), or any combination of these; and

** Adjusting transmission and receiving of data to the proper baud rate of the modem being used.

Datalink provides a means of keeping all these things under control with a minimal effort on the part of the telecommunications user. It also provides for many other desirable features of terminal software:

** Auto-dial and auto-answer if supported by the modem being used;

** Adjusting screen sizes to accommodate both 40 and 80 column display;

** Showing control codes as received;

** Sending and receiving data files with single commands;

** Showing the ACIA chip status and errors; and

** Invoking macros -- a series of commands generated by pressing a couple of commands.

DataLink is written in Pascal and comes on a copyable disk. The program is transferable by name. It requires a RAM card in slot 0 and the Pascal language system. (Technically the disk will boot and run without any other Pascal language system disks, but you cannot access the data files for editing purposes, nor can you use the filer for examining the data disks without the Pascal system disks.

The program is simple to use and fairly user friendly.

The documentation is well organized. In addition there is a separate reference card with summaries of all the commands and other useful information (such as how to generate characters not accessible from the Apple keyboard). The program passes out to the modem control characters normally used by the Pascal system to control program executing (such as Control-S). This is a desirable feature, as these control codes are sometimes used by other systems.

After a brief introduction the documentation begins with a short example usage of the program and a description of the various features. The material should be understandable even by those not familiar with telecommunications.

Following that are general explanations of all commands available. My major complaint on documentation is that the typographic layout of the manual was hard for me to follow. I recognize, however, that this might be a matter of individual taste.

The program disk contains two helpful files in addition to those needed by the program. The first ("Testmacro") is a sample macro file. The second ("Doc.Text") contains information about updates made to the program since the printing of the manual.

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- Easy programming in basic.
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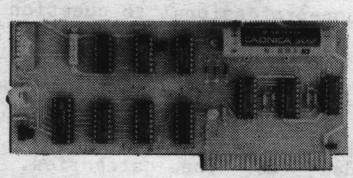

- Twenty-seven page operating manual included with many examples of programs to use with your Apple in any configuration.
- Includes disk containing a DOS Dater and many other time oriented utilities plus over 25 user contributed programs at no extra cost.

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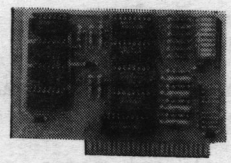

- Complete 16 volce music synthesizer on one card. Just plug it into your Apple, connect the audio cable (supplied) to your stereo and boot the disk supplied and you are ready to input and play songs.
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- We give you lots of software. In addition to Compose and Play programs, the disk is filled with songs ready to run.
- Easy to program in basic to generate complex sound effects.
- Four white noise generators which are great for sound effects.
- Plays music in true stereo as well as true discrete quadraphonic.
- Envelope control.
- Will play songs written for ALF synthesizer (ALF software will not take advantage of all the features of this board. Their software sounds the same in our synthesizer.)
- Automatic shutoff on power-up or if reset is pushed.
- Many many more features.

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- 8 Channels
- 8 Bit Resolution
- On Board Memory
- Ratiometric Capability
- Fast Conversion (.078 ms per channel)
- Eliminates The Need To Wait For A/D Conversion (just PEEK at data)
- A/D Process Totally Transparent to Apple (looks like memory)

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- Provides 8 buffered outputs to a standard 16 pin socket for standard dip ribbon cable connection.
- Power-up reset assures that all outputs are off when your Apple is first turned on.
- Features 8 inputs that can be driven from TTL logic or any 5 volt source.
- Your inputs can be anything from high speed logic to simple switches.
- Very simple to program, just PEEK at the data.
- 4 other outputs are also provided. User 1, reset, interrupt request, non-maskable interrupt.
- Now on one card, you can have 8 digital outputs and 8 digital inputs each with its own connector. The super input/output board is your best choice for any control application.

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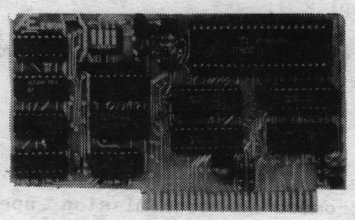
- TOTALLY compatible with all CP/M software.
- Executes the full Z-80 and 8080 instruction set.
- Allows you to run your Apple CP/M based programs.
- Does EVERYTHING the other Z-80 boards do, plus supports Z80 Interrupts.
- Hardware and software settable switch options.
- An on-card PROM eliminates many I.C.'s for a cooler, less power consuming board.
- Complete documentation included. (user must furnish software)



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The program claims that it recognizes and supports a number of modems and interface cards including the Hayes Micromodem, the Apple Comm Card, CCS 7710A card, and the SSM AIO card. In addition it claims support of the Novation AppleCat. (You must tell the program you are using the AppleCat; it doesn't automatically recognize it.) The program identified my Micromodem and also recognized when I had my printer attached and when I did not.

Provision is made to send data to a text file and to a printer. When a "save file" is used the program stores all communication in a 4K ram buffer, dumping the buffer to disk when the buffer is full. The disk file can either be pre-assigned a name or named on the first dump. Other than the optional naming on the first dump, the saving to disk is automatic. A problem is that there is no single key command to clear the copy buffer.

While in command mode, as opposed to terminal mode, a status line at the top of the screen displays information about the present settings of the system, including the remaining size of the copy buffer, whether printing or copying has been selected, baud rate, word format, and similar information. It would be desirable to have the program also, optionally, display the status line while in terminal mode.

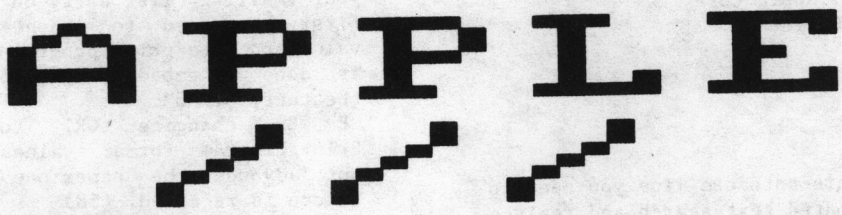
My final complaint about the program is that the various "switches", such as copying, printing and showing control codes are preset and changeable only from within the program. It would be desirable to have the ability to change the settings which are present when the program first runs.

These criticisms merely show that DataLink is not the perfect program. However, it is an extremely useful and usable program which has made telecommunicating from Pascal a real joy. When matched with the power of the Pascal editor (which has made inclusion of a text-file editor unnecessary) for creating text files for transmission and editing received files, it opens whole vistas to the TC user.

There are many other features in the program and documentation including information on trouble-shooting and automatic logging onto and transfer of files to and from the Source. There is also provision for transfer of text files between two Apples each running Datalink. The transfer includes LRCC error checking, a method which nearly "guarantees" clear file transmission.

A note on high speed (1200 baud) telecommunications: The program supports communication at 1200 baud for the AppleCat modem using Bell 202 ("half-duplex") protocol, while warning about the limitations of that protocol. Link Systems has reported that they plan an upgrade to the system to accommodate "full-duplex" communications at 1200 baud using the Bell 212 protocol now that the AppleCat can be upgraded to that protocol.

DataLink (Pascal telecommunications), $99.95, from:
Link System, Inc.
1665 - 26th Street
Santa Monica, CA 90404
(213) 453-1853



Printing Mailing Lists on One Line

by Don Norris

Reprinted from the Open Apple Gazette

While Ken Silverman and I were returning from the Minneapolis Computer Show and Applefest, he asked me if it was possible to use Apple Writer /// Word Processing Language to print out Mail List Manager lists with all of the data on one line. Individual entries printed out from Mail List Manager will look like this:

Mr. Ken Silverman
International Apple Core
910A George Street
Santa Clara, CA 95050

Using the Apple Writer /// Utilities diskette and Apple Writer /// Word Processing Language I knew it was possible to do just what he wanted.

Thriving on a challenge such as this, I told him HELL yes. So here it is.

First, in order to use your Mail List Manager lists with Apple Writer /// you have to convert Mail List Manager files, which are stored as Pascal Data, to a text file which Apple Writer /// will be able to read. This is accomplished with the Apple Writer /// Utilities diskette. Boot the Apple Writer /// Utilities as described on page 103 of the Apple Writer /// manual. In response to the prompt, enter 3. Leave the Apple Writer /// Utilities diskette in Drive 1,

press RETURN. The light under Drive 1 will come on for a few seconds, and then you will be prompted as follows:

MAIL LIST MANAGER TRANSFER
Drive number of Mail List Manager diskette:

Enter 2

The next prompt you have is:

Name of Apple Writer /// Volume:

Enter .D1<RETURN>

Put the Mail List Manager data diskette into Drive 2, and the diskette you want the list transferred to into Drive 1. Press RETURN and the transfer of your Mail List Manager List will be made onto the diskette in Drive 1.

Boot Apple Writer ///. Use [0] (CONTROL 0) to catalog the diskette you transferred your Mail List Manager List to and you will see that you now have a file on the diskette labeled MLMDATA. All Mail List Manager Lists that are transferred to Apple Writer /// text file format are labeled this way. So to avoid confusion you should change the name of the file using the [0] (CONTROL 0) rename file option. For example, you could change MLMDATA to LIST1.

Assuming you are using the Mail List Manager Standard Format, entries transferred from Mail List Manager, when loaded into Apple Writer ///, your Mail List Manager Lists will appear in the following format:

```
<1>
@1@Mr. Ken Silverman
@2@International Apple Core
@3@910A George Street
@4@Santa Clara,
^@5@CA
^@6@95050
[1]<2>
```

In order to put this onto one line you need to enter several automated text search and replace commands using [F] or, to do it even faster, you can write a WPL (Apple Writer /// Word Processing Language) program. [F] (Control F) is explained on page 36 in the Apple Writer /// manual.

Apple Writer /// Word Processing Language allows you to create a program which you store as a file, that will automatically make all of the changes necessary to printout your list on one line per entry. That is, you do not have to enter each command separately for each change, nor do you have to make notes for future use for changing other mailing lists to the same one line format.

For lack of a better name we will call this program Ken's one liner. In keeping with the SOS file name requirements it will be saved as: KENS.ONE.LINER.

To explain exactly how this program operates explanatory comments have been inserted. This is done using P followed by a space for inserting comments. Apple Writer /// Word Processing Language ignores this, as explained on page 92 of the Apple Writer /// Manual.

In these explanatory comments the number in parenthesis refers to the page number in the Apple Writer /// manual which will provide you with additional information for your reference.

This program assumes that the list you want to print on one line has been loaded into memory.

```
 P Every Mail List manager entry has the number
of the entry at the beginning and ending of each
entry. Since we do not want to print these out,
they must be deleted.
BEGIN  B
 P This places the cursor at the beginning of
memory
 F*<+>,**A
 P This line finds all of the first entry
numbers on your list, such as <1> and deletes
them as well as the RETURN, which follows the >.
(42)
 P Our next project is to remove the number at
the end of each entry. This is done with the
following line.

 F<[=]<<A
 P Now you need to delete @1@ and print the next
lines of your mailing list on the same line.
You can easily delete the @1@ with the
following:
 F<@1@<<A
 P This will solve part of your problem. You
still need to have all of your mailing list
lines, 6 in this example, print out on one line.
 P In order to print each succeeding line of
your mailing list entry on the same line as the
first you need to change the carriage return
value on the print program values to Ø. This
is done by embedding the following command into
the text, ".CRØ".
 P By changing CR1 to CRØ, in the
Print/Program format values, your printer will
not advance the paper one line when a carriage
return is received. (58)
 P Your margins for printer output will also be
set with the text embedded command ".lm15" and
".rm95". Remember each text embedded command
MUST be preceded and followed by a RETURN.
 P Both of these changes can be accomplished
with a single [F] command. Which will become
the next line of KENS.ONE.LINER.
 F<@1@<.CRØ>.LM15>.RM95><A
 P This line says FIND @1@ and replace it with
.CRØ and a RETURN everywhere it exists in
memory from the beginning to the end. Remember
the cursor is at the beginning of memory. (40)
 P Additionally, to have your list printed in
neatly formatted rows, you have to move your
left margin. In this case I am moving the left
margin over 25 spaces with the ".LM+25" text
embedded command.
 P Using [F] again I replace @2@, with .LM+25
and a RETURN character.

 F<@2@<.LM+25><A
```

P Now the left margin must be moved over 30 more spaces to allow room for the company name. Additionally the"@3@" must be removed. The following line will accomplish this.

```
F<@3@<.LM+30><A
```

P Next the margin must be moved for the City name, as well as deleting the @4@. Here again [F] in the WPL program does this for us.

```
F<@4@<.LM+16><A
```

P The next two lines will move the margins and delete the unwanted characters for the State and ZIP code.

```
F<^@5@<.LM+3><A
F<^@6@<.CR1><A
```

P Notice that in this last line we have reset the Carriage Return entry in the Print/Program Command level to "1". This is because we now want the printer to execute a line feed with the carriage return.

P If you do not change CRØ to CR1 every one of the mail list entries will print out on top of the first one.

P Now that everything has been changed to the appropriate format lets print it out. This was the whole purpose of this program anyway. We do just that with the following line.

```
PNP
```

Deleting all of the explanatory comments our program looks like this:

```
BEGIN   B
 F*<+>,**A
 F<[=]<<A
 F<@1@<.CRØ>.LM15>.RM95><A
 F<@2@<.LM+25><A
 F<@3@<.LM+30><A
 F<@4@<.LM+16><A
 F<^@5@<.LM+3><A
 F<^@6@<.CR1><A
 PNP
```

Which we saved as "KENS.ONE.LINER". To execute the program, once we have loaded the list we want to print out, into Apple Writer ///, all you have to do is type [P]DO .D1/KENS.ONE.LINER<RETURN>.

In the next issue I will show you how to execute the program faster and build in a prompt requesting the name of the list you want to print out on one line.

Your comments and questions regarding Apple Writer /// Word Processing Language are welcome. In addition if you have a special routine you have developed, send it to us on diskette with lots of explanatory comments.

BOOK

APPLE BACKPACK

Humanized Programming in Basic
by Scot Kamins and Mitchell Waite

(Book review and commentary by Gene Wilson)

Perhaps this isn't really a review, but then, the title warns (or hints) that something different will be offered in this column.

Let's start with the book, "Apple Backpack".

Program examples are written in "Applesoft Basic", but it isn't a book about the 'semantics' of any particular language.

The essence of "Apple Backpack" is a perception of programming 'style'. Through the use of carefully expanded examples, the reader is carefully given direction (and occasional lighthearted prodding) on screen formatting, input checking (crashproofing and verification/validation of data), screen display and directing the user, and finally, preparation of hard-copy documentation. Two complete programs are included to show how everything ties together.

"Apple Backpack" is not only well written, but offers a real look at 'programming for people'. I must thank Scot and Mitchell for their 'hidden cirriculum' approach to "...bridge the gap between machines and people". Four stars!

More on Scot Kamins (copied from his biography on the book's back cover):

"Scot Kamins has been working with the Apple since that computer's earliest days. He has sold the Apple retail, published several successful Apple software products, and written numerous articles about the Apple and interactive programming. He is the cofounder of both the 1500-member San Francisco Apple Core and the Alliance of Independent Software Authors. Mr. Kamins has taught courses in both communications (in which he holds a Ph.D) and computer science in Massachusetts and California. His published programs include California Driver's Test, Aristotle's Apple, and the widely used training tool The Learning System. He makes his home in San Francisco, where he is a consultant on interactive programming with Technology Translated."

Now you see what happens when 'a few' friends' start coming over to share a common interest!

Speaking of common interest, it is reliably reported that Bruce Tognazzini (also known as cofounder of the San Francisco Apple Core) is still occasionally 'seen' in the greater Bay Area!

And finally, a closing question. "Where is John Scribblemonger, now that we need him?"

VersaForm

Business Form Processor From Applied Software Technology

Hard-Disk Review & Commentary by Gene Wilson

GENERAL

Last month we were introduced to "VersaForm". Now we'll get further into some of the more interesting aspects of the program. There are a number of differences between the 'floppy-disk' and 'hard-disk' versions. Some advanced topics will also provide some pleasant surprises.

HARD-DISK/ "FLOPPY" COMPARISON

First, let's look at the 'floppy' system. It consists of six diskettes:

1. Design Program Disk
2. Filing Program Disk
3. Report Program Disk
4. Copy/Print Program Disk
5. Tutorial Disk
6. Report Work Disk

Many people are intimidated by the 'pile' of diskettes that come out of the box. Don't be!

Designing a form is a task which will seldom (if ever) involve simultaneous use of any of the other 'program' diskettes. Filing is another task which seldom involves the generation of reports or fresh design work. The requirement of a 'Report Work Disk' is created by the need to store intermediate files during the processing of Reports. Most of my sessions with the data base involve only a single program diskette. This is the reason that the 'Pascal System' is on each of the diskettes. This is also why you must have two floppies on line (the second is for your data diskette). Also, the 'Copy/Print' Program Diskette is very handy for segmenting data into multiple data bases, or for elimination of 'old' records, etc. (file updating).

My 'hard-disk' version included a very complete installation guide for the Corvus Hard Disk System. The eight pages of information were presented in sufficient detail to allow a 'correct' installation on my first pass. OK. Setting up 1000 blocks for the program (as stated in the manual) gives a pretty wide margin for later addition of files. A look at the files shows that 728 blocks were required on the VersaForm disk, and a few more blocks were used on the 'boot' disk for "VERSAFORM.CODE" (4 blocks-for the menu that ties everything together so neatly), and "BJTERM" (1 block) is necessary to provide configuration info. SYSTEM.LIBRARY is going to have nine blocks added. SYSTEM.STARTUP can be set to chain directly to VersaForm. (Or VERSAFORM.CODE can be renamed SYSTEM.STARTUP on the boot volume—enough said!) (A few of my more regular followers noted that last month's lead-in indicated 800+k were required for the hard-disk version. NO, sorry about that, I should have said that 800+ blocks are needed. Actually, it totals up to 728 + 4 + 1 + 9 = 742. That works out loosely to 371k. OK--enough said! As a further note, only Program Disks 1 thru 4 need be placed on the hard-disk. There are duplications of identical programs on all four diskettes; only one copy is needed!

SPEED: The hard-disk is much faster than the floppy! (We all suspected that!). Finding records over a very large file is also much faster than on the floppy. Loading and swapping program segments and messages is extremely fast (and very pleasant for the user as information 'snaps' onto screen). BUT don't look for the hard-disk to make the CPU do any magic. Looking through a huge data base while sorting for a special report could take all night (just like on the floppy version)! Be aware of the limitations while the obvious advantages 'flash'

LOOK-UP TABLE

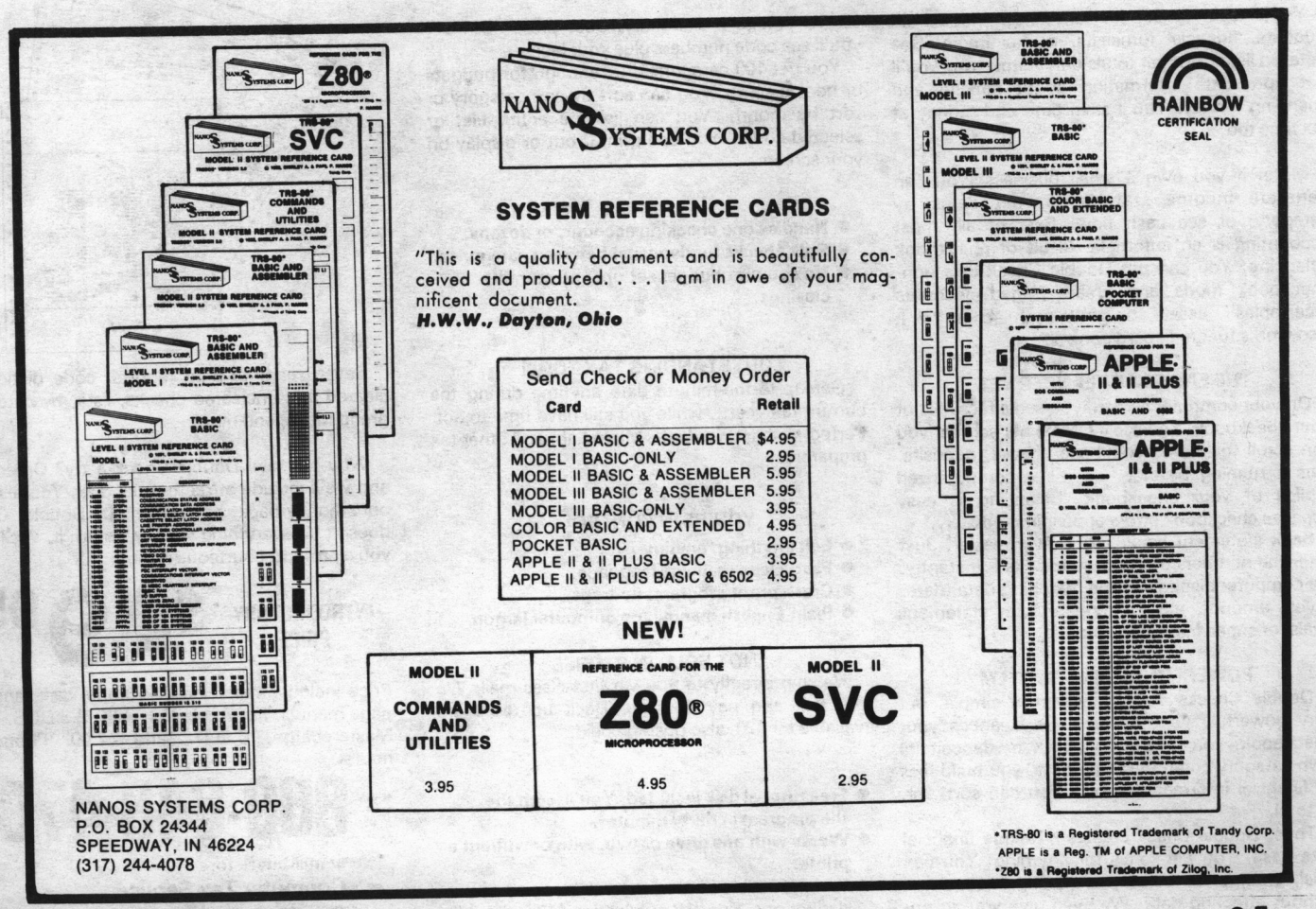
Information can be stored and cross-referenced using this feature. In the 'working data-base example' (based on billing and invoice information actually prepared on an Apple][with VersaForm for a San Francisco area truck broker) the 'Truck Number' was the key to two look-up tables. The truck owner and the driver were both 'found' and 'plugged-in' to the 'screen form' after the user had entered only two to five digits of information. The program allows the user to override fill-in data automatically provided by simply 'typing over it'. This allow a tremendous speed-up in data entry. This is also one of the places where I felt the program was limited. There can be only 99 look up items per file. This is too small for my liking (and probably too large for some other programmer). A limitation of the way the look-up table stores strings was brought to my attention by Jim Trimble. Jim says that if you change the length of a look-up table item then the rest of the table will be scrambled. (More from Jim later; he's got some good points).

CALCULATOR

Another nice feature is the calculator. It serves to provide a dynamic tool for invoicing, and in conjunction with the 'column' type entry of data, it can provide a very fast billing service. I felt that some statistical type functions were missing, and should be provided. The standard four functions (+,-,*,/) are supported by additional functions which can; change sign, invert, round, total columns, calculate a check digit, or validate data. These aren't adequate for preparation of many types of scientific reports. It is essential to keep on the alert for 'round-off' errors, and the calculator is a good device for adding a 'round-off' routine to avoid this problem.

SORTING AND PRINTING REPORTS

Provisions have been included to subtotal, sort, and total on any item(s) in the data base. Report Control Instructions can be filled in and then saved for repeated use. A particular Instruction 'form' can be called up and then modified (for monthly reports, etc.). The ease of use makes this feature a real joy. The speed and versatility makes it possible (and convenient) to experiment and play until the desired result is obtained. It isn't necessary to have an idea for a form 'chiseled in concrete' before 'booting-up'. No big preparation need be done in advance. Just get into it and see if the computer cranks out what you thought you wanted. This is probably one of the best features of VersaForm—the ability to 'create on the fly'. No one likes to be tied down to a program that DEMANDS every little dot be placed in an absolute location or two hours later it won't work! That doesn't happen with VersaForm.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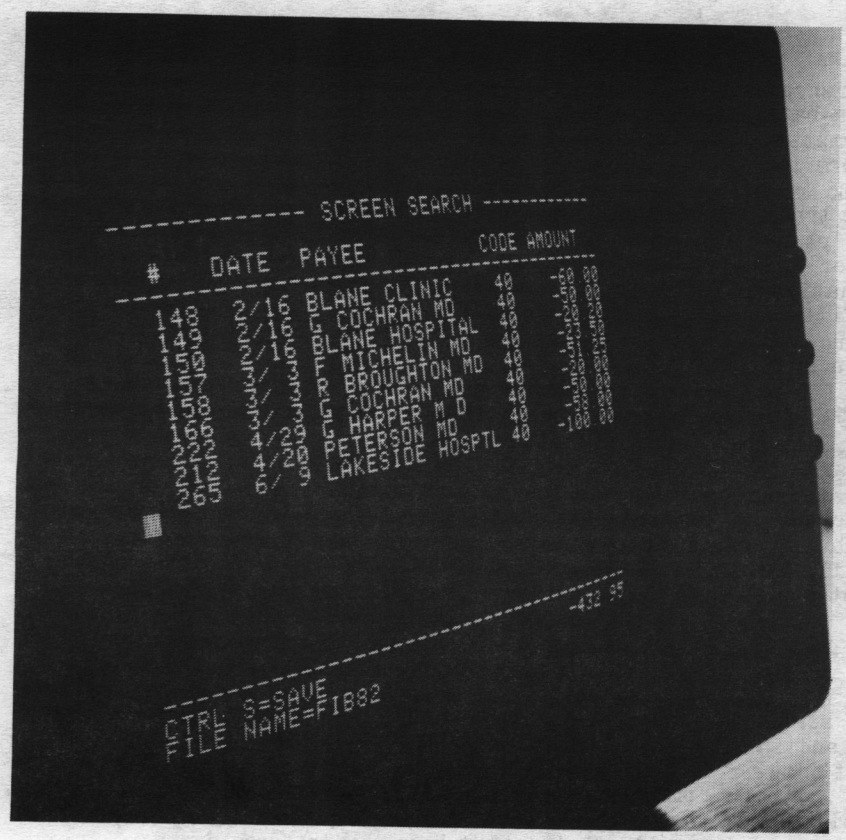
SCREEN SEARCH
DATE PAYEE CODE AMOUNT
148 2/16 BLANE CLINIC 40 -50 00
149 2/16 G COCHRAN MD 40 -50 00
150 2/16 BLANE HOSPITAL 40 -300 00
157 3/ F MICHELIN MD 40 -1500 00
158 3/ R BROUGHTON MD 40 -1500 00
166 3/ G COCHRAN MD 40 -1500 00
222 4/29 G HARPER M D 40 -1500 00
215 4/20 PETERSON MD 40 -100 00
265 6/ 9 LAKESIDE HOSPTL 40
-432 95
CTRL S=SAVE
FILE NAME=FIB82

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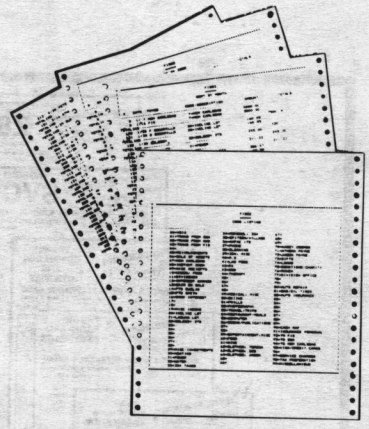

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EXPORT

Your data base probably has information that can be collated or placed into some type of written report with a word processor. The facility provided for this is the "Export" option of the Report Definition Form. An Apple Pascal text file will be created on the data you have asked for (in the proper order as well). This text file will not include any header titles, page numbers, etc., or other information that would 'clobber' the entry of this data into a word processor program (or another data base with completely different overall format from the original).

Export has some less obvious uses, including the placement of very specific data blocks into other files, data bases, etc. This feature is a real "sleeper" that can provide some interesting applications for advanced users!

PRE-PRINTED FORMS

Any company that's going onto computer will have a period where the transition from manual to machine methods will create frictions. The use of the 'old' forms lessens the tension. Everything is still familiar. Managers can still see the information they've always looked for.

VersaForm's Pre-Printed Forms option allows the placement of data at specific locations on the pre-existing forms. A grid system is established with the printer. The entry locations are then determined, and output information is relayed by the user to VersaForm. Output will then 'fill' the right boxes, columns of information will align and totals will be in the right locations. (One point raised by Jim Trimble here is that allowance must be made for the full width of any field--if the field is 14 characters wide and the form is only 10, then the inevitable 'push' of four digits onto some other portion of the form will occur. The program will not error check at this point and inform you that a mistake is being made.)

With this option, it is possible to print mailing labels, envelopes, letters and invoices, and the bonus is that nothing need appear to be 'computer generated'. Business can continue to appear as if the 'old ways' are still being observed, and that quality is not going to be sacrificed in the name of speed. Stockpiles of forms need not be discarded. Printing/setup costs for 'new' forms can be avoided entirely, as well!)

DOCUMENTATION

Strong and weak points. The good news first is that there is an thorough Tutorial Disk, and a very detailed 'Hands-on Experience' Manual. The 'Reference Summary' is well done and to the point. The bad news is that the 'User's Guide', although well written, is not well presented, nor does it group information where it can be easily located. The most important information in the manual is about the 'Configuration Process'. This information appears in Chapter 10, which is the last chapter.

My advice is to read this manual carefully, one time, then "stuff" it at the bottom of a drawer (preferably in another part of the building).

The simple truth is that the program itself is so well documented that the average user just won't have any need (after the first use) to look at the manual.

SUMMARY

VersaForm is a valuable tool, with a personality unlike any of the other data base programs on the market today. Not for all applications, it handles small and medium data base applications in a very flexible and efficient manner. Ease of use is the key at all times. Program flow from idea to finished report is swift and sure. Report generation is so fast that there is no hesitation in playing 'what-if' games with the data. The program is a real joy for the person desiring to just 'power-up' and 'create'. This is one of the few programs that deserves to be on every user's desk.

NEW PRODUCT

NEW PRODUCT RELEASE
SNAKE BYTE
by SIRIUS SOFTWARE, Inc.

Snake Byte starts out politely. You (the snake) may accept or decline the presence of the Perilous Purple Plums who haphazardly bounce around the screen. Next, simply concentrate on slithering around the screen, chomping down apples as you go. There are ten apples per screen. Sound easy? Well, no more Mr. Nice Guy...

Every time you devour an apple your snake grows longer. If you din't creep quickly enough, penalty apples will appear. Eating more apples will make your snake even longer and faster, and soon your head doesn't know what its tail is doing. If your snake's head bumps into a wall or a Perilous Purple Plum, or even itself, you break your fangs! But, if you're a snappy snake and scarf up all the apples without bumping into anything, a magic door materializes at the top of the screen and you're off to more mazes.

There are TWENTY-EIGHT mazes in Snake Bytes, each allowing you to accumulate more points and each increasingly difficult to navigate. You begin with 3 pairs of jangs per game and gain one additional pair after completing each level. Fangs alot!!!

Written by Chuck Sommerville in assembly language, we think you'll find our new game hard to resist. Snake Byte features user-defined keys for control of the snake, sound on/off toggle, and "pause clause" escape feature for temporary interruptions of the game. Snake Byte can be controlled with the keyboard and is compatible with Sirius' Joyport for play with Atari-type joysticks. It requires an Apple II or II+ computer with 48k and one Apple disk drive.

Snake Byte is available now! Suggested retail price is $29.95. Contact your Apple dealer or distributor for more information, or contact us directly. Dealer inquiries invited.

For further information contact: Jim Ackermann,

Sirius Software, Inc.
10364 Rockingham Drive
Sacramento, CA 95827
(916)366-1195

A Few Words From the Editor

Another double issue, and another new cover format. The cover last month drew a lot of attention, and we may see it again (no winner of the cover contest, yet, but a definite leader!)

Starting with the January issue, we will be going to a (more or less) monthly format. The Cider Press will not cover so much ground every month, but I'll try to see that every interest is touched upon regularly. Let's call the 'smaller monthly issue concept' by an abstract term: ...say "Weiglin'omics", which means that the club President has looked at the costs of the last two monster issues and decreed that things must change.

An idea discussed by several board members is to raise the advertising rates and seek more ad space in each issue--an idea I find less than ideal! Let's just say that we'll strive to maintain a balance that pleases all parties (which means we'll see where the most flak comes from as we straddle the fence!).

A member is working on a 'multiple' review of tax preparation programs. He assures me that he will not let us down!

Look for rules and contest information next month. Don Scellato is putting the details together now!

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APPLE CORE OFFERINGS

NOTES

The Disk Of the Month is a group of recently donated programs. Future issues of the Cider Press will alert you to new items for sale.

The "Best of Cider Press Disk, Vol xx" contains most of the programs printed in the publication "The Best of the Cider Press, Vol xx".

Cattlecar Galactica" Disk is for the experienced programmer only. It was written by Bruce Tognazzini; the program takes over your Apple II. The object is to get control back without turning off the Apple! (This is not as easy as it sounds! Typing in commands from many languages produces strange results. Attempting to list this program leads to hysterics!)

Library #1 contains over 340 programs on 20 diskettes. It is packaged in diskette holders and is bound in a SF Apple Core binder with over 30 pages of documentation. The documentation alone is available for three dollars.

Library #2 continues the tradition started with #1, and contains over 250 programs from the 1980 DOMs. This library also contains some special disks. Cattlecar Galactica, Apple II Plus Disk (for Apple II+ owners wishing to run 'Integer' programs in RAM memory), the new 16 Sector Utility Disk with all the Lawrence Hall of Science programs we used in the 13 sector (3.1, 3.2 and 3.2.1) disks, and the IAC disk of HiRes Games. The library includes disks, binder, plastic holders, and documentation. As with Library #1, the documentation is available alone for three dollars!

The Best of the Cider Press, 1978-1979 is a two year anthology of articles, program listings and charts from the SF Apple Core's newsletter, the "Cider Press". Sections range from articles for the beginner to charts of PEEKS, POKES, and CALLS.

The Best of the Cider Press, 1980 condenses the entire 1980 year into 116 pages of information on everything from a Beginner's Corner to Graphics and Shape Tables. A large Pascal section with many program examples is included.

Instructions: The easiest way to get these products is to visit the 'sales table' during any General Meeting. Otherwise, circle the items you wish to purchase, place this sheet into an envelope with check or money order (DO NOT send cash!) to:

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Commentary

Question: "Do you think that Apple Computer will market an upgraded (Super Two) soon? , I mean, do you think that 'they' will provide an 'upgrade' kit and system/compatibility information for the six ...,or is it seven ..., hundred thousand Apple IIs already sold?"
Answer:"Too early to tell, but we'll soon find out!"

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